30

5

10

We Claim:

- 1. A method for interacting with a device, comprising:
 - (a) providing an input at a first device;
 - (b) recording the input in a first language;
 - (c) converting the input into a second language
 - (d) communicating said second language;
 - (d) converting said second language into a third language; and
 - (e) providing said third language to a second device.

2. The method for interacting with a device of claim 1, wherein:

the operation of communicating said second language includes transmission of the second language over the Internet.

3. The method for interacting with a device of claim 1, wherein:

the operation of communicating said second language includes the modification of said second language such that it can be transmitted via a conventional communication medium.

- 4. The method for interacting with a device of claim 2, wherein: the conventional communication medium is the Internet.
- 5. The method for interacting with a device of claim 1, wherein: providing said input includes moving in an abstract space.
- 25 6. The method for interacting with a device of claim 5, wherein: the abstract space is an image on a computer screen; and a cursor is moved through the abstract space.
 - 7. The method for interacting with a device of claim 5, wherein: movement through the abstract space includes moving through a constrained path.

25

5

- 8. The method for interacting with a device of claim 5, wherein: movement through the abstract space includes circling an object within the space.
- 9. The method for interacting with a device of claim 5, wherein:

 movement through the abstract space includes moving an action icon to an object.
 - 10. The method for interacting with a device of claim 1, wherein: said first language and said second language are the same.
- 10 11. The method for interacting with a device of claim 1, wherein: said second language is a device independent language.
 - 12. A method for constructing an input method, comprising: defining an abstract space having at least one dimension; defining at least one object within said abstract space; and defining allowable actions within said abstract space.
 - 13. The method of claim 12, wherein: said allowable actions include circling said object.
 - 14. The method of claim 12, wherein:said allowable actions include moving said object.
 - 15. The method of claim 12, wherein: said allowable actions include intersecting said object.
 - 16. The method of claim 12, wherein:said allowable actions include moving in relation to said object.
- 30 17. The method of claim 12, wherein: said allowable actions include moving through said abstract space.

10

- 18. A method for providing input to a device, comprising: moving through an abstract space.
- 5 19. The method for providing input to a device of claim 18, wherein: said abstract space is an image on a display screen.
 - 20. The method for providing input to a device of claim 18, wherein: input is provided by the action of moving in a predefined manner.